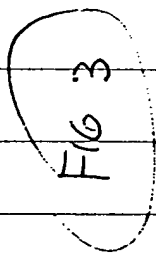


300



Specific to AVID 1684

FIG. 4

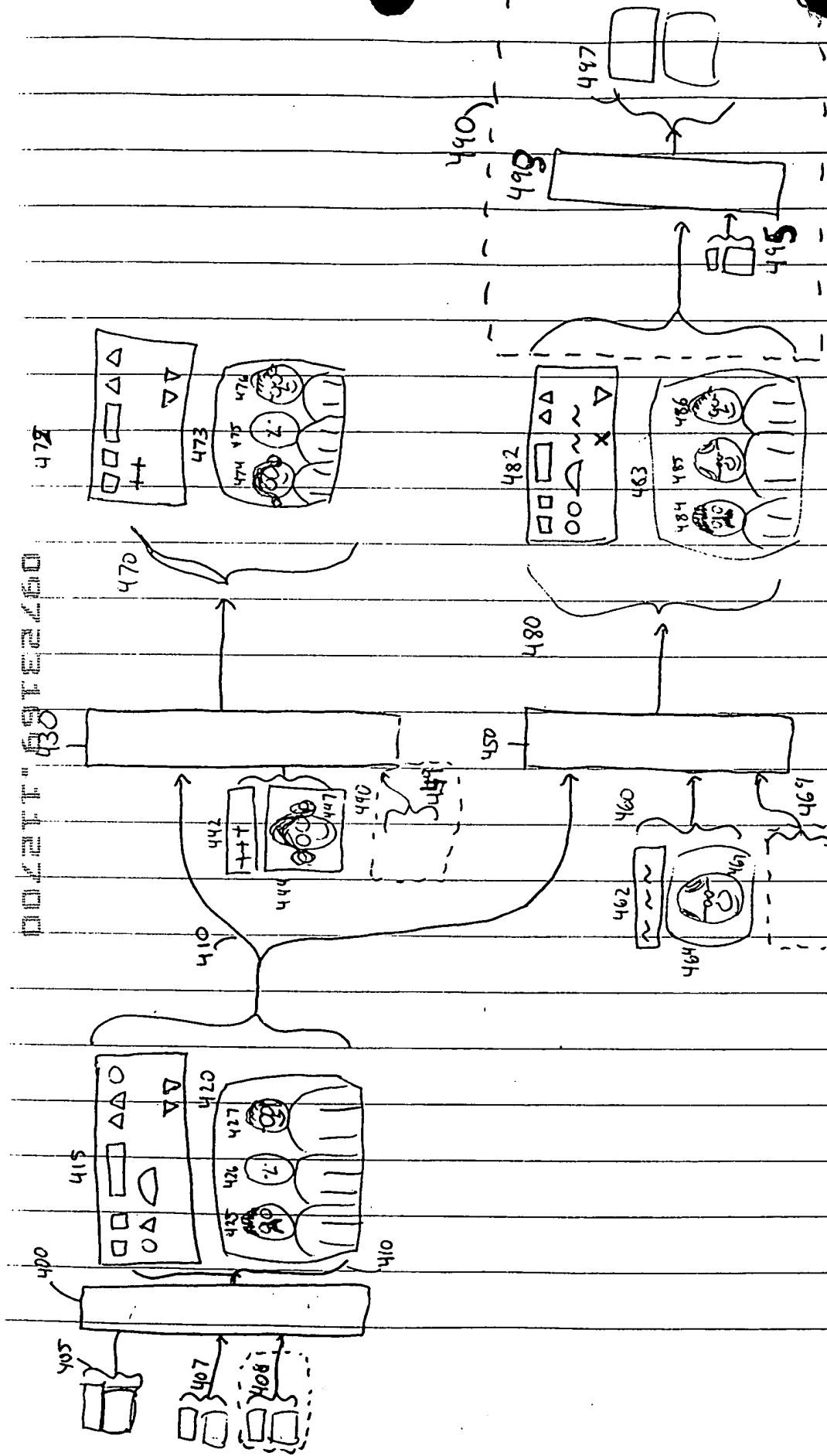
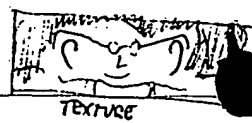
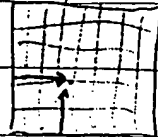


FIG. 4

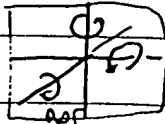


570



552

Region



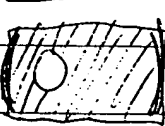
554

Map



556

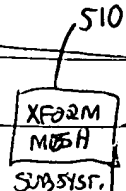
Mesh



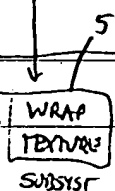
558

Mask

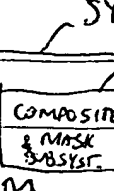
550



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535

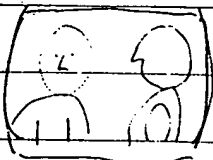
SYS 500

580

OUTPUT

540

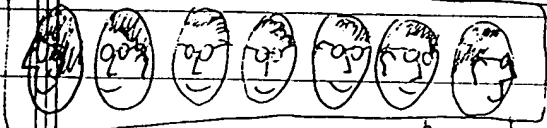
540



560

FIG 5

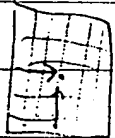
671 672 673 674 675 676 677



SELECTION OF IMAGES

670

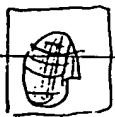
FIG 6



652



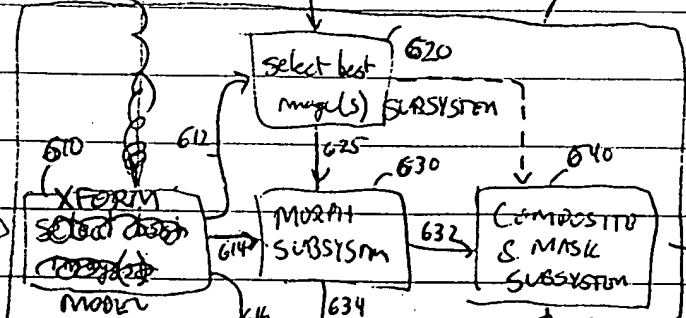
654



656



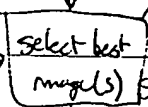
658



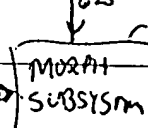
612

614

616

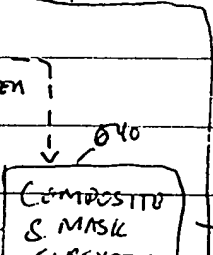


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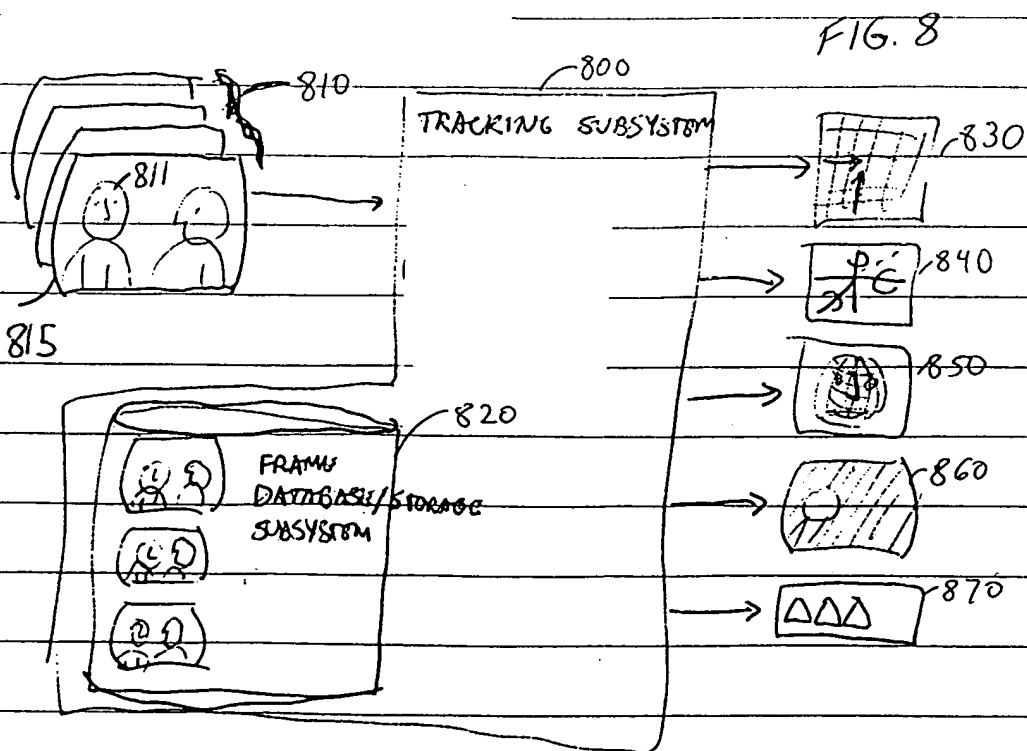
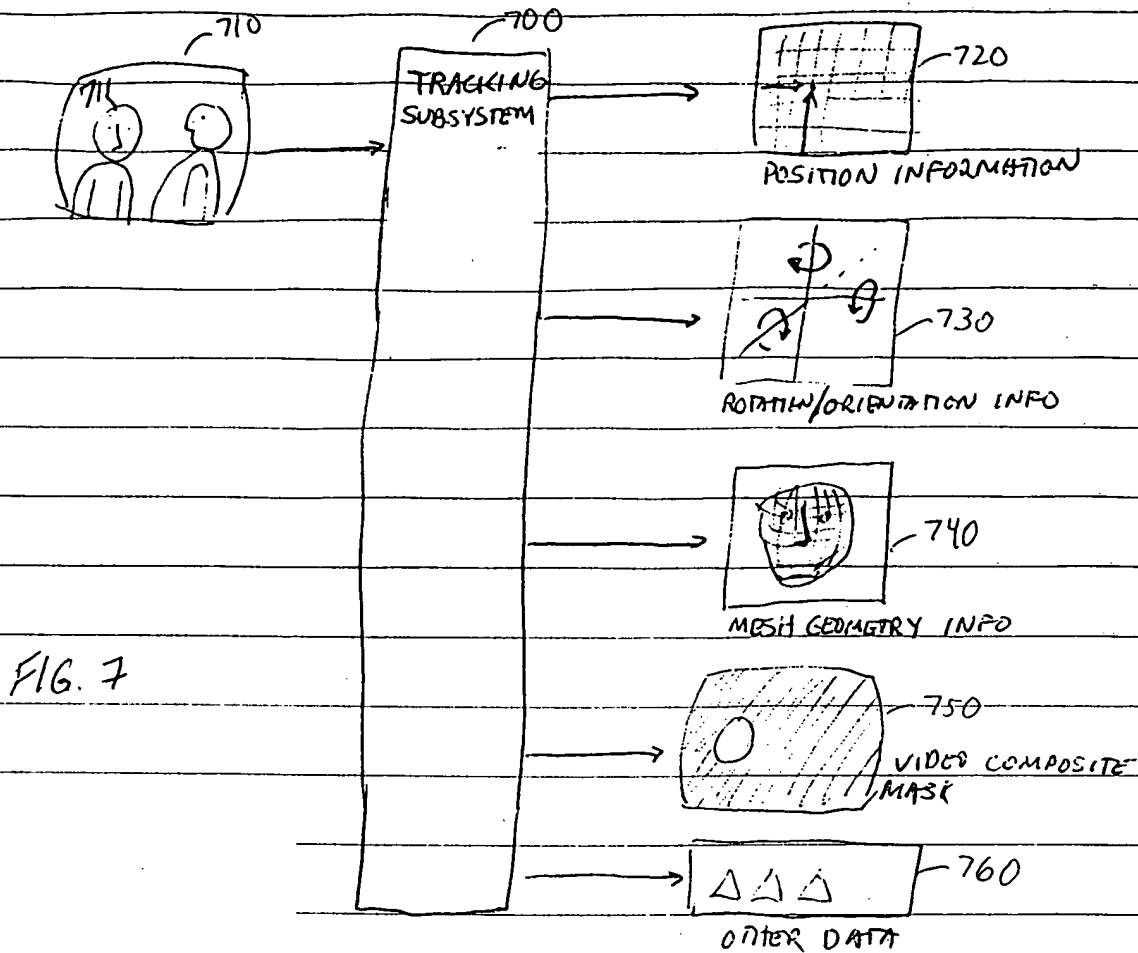
OUTPUT

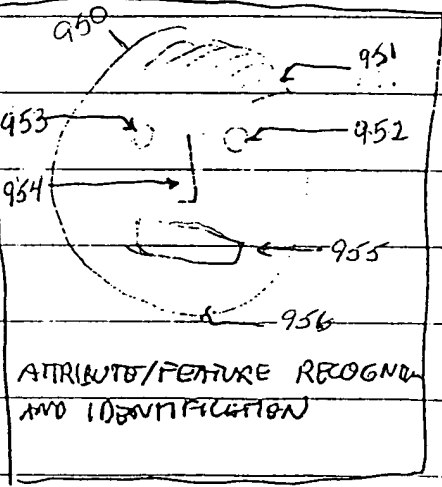
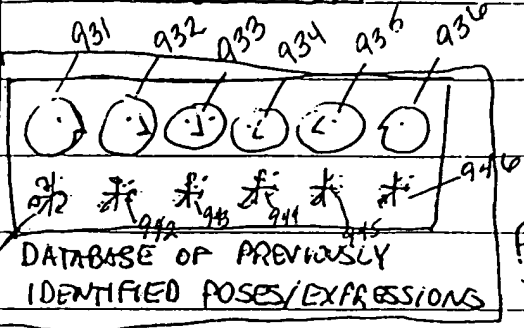
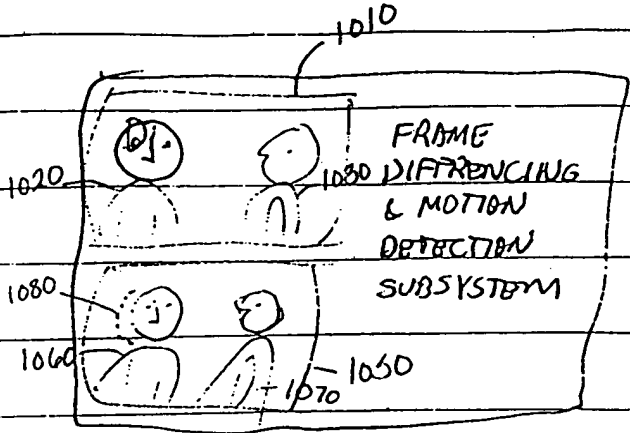
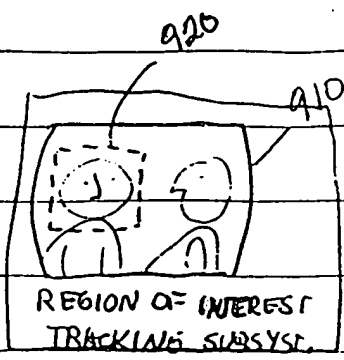
645

690



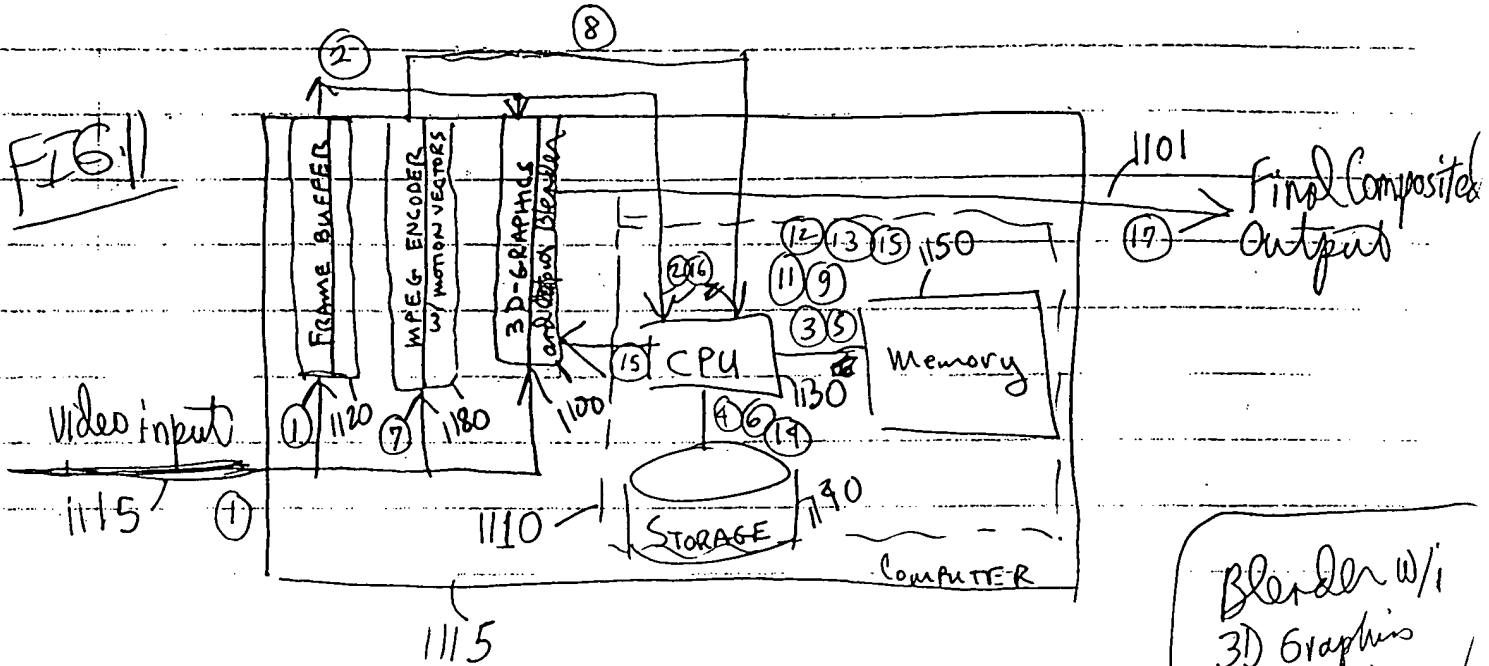
660





FIGS. 9A-9D

FIG. 1



Blender w/  
3D Graphics  
Engine

Final Composite Output  
Video Input

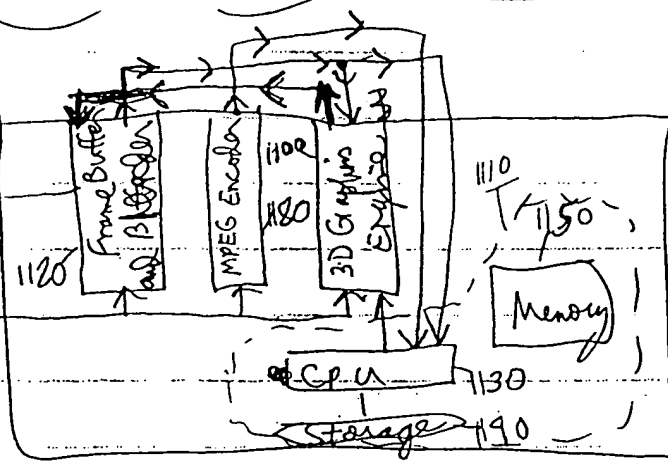


FIG. 2

Blender  
w/  
Frame Buffer

15

VIDEO

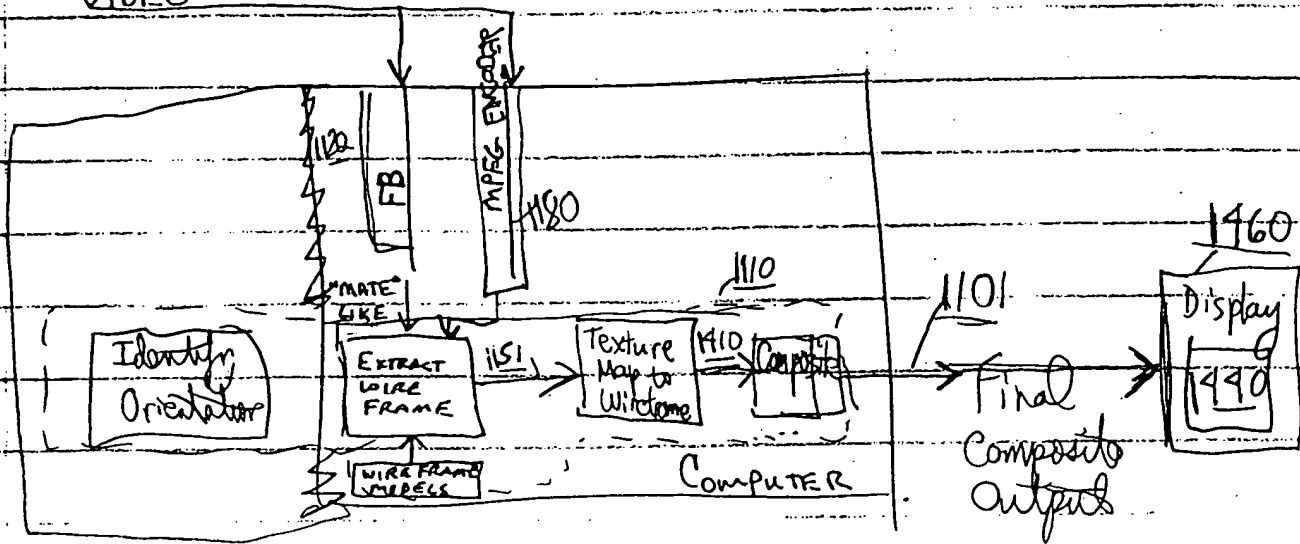


FIG. 13

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